ENTERTAINMENT SCIENCES

P R E S E N T S

BOUNCER

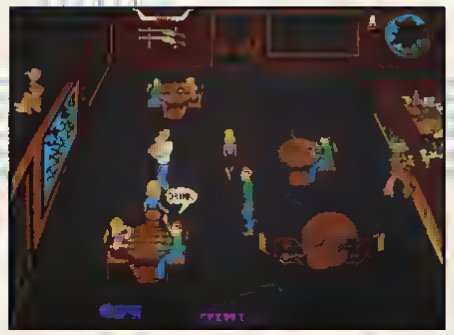
A NEW CONCEPT IN VIDEO GAME ENTERTAINMENT

See our display Booths #1413 and #1415 at the AMOA show in New Orleans.

BOUNCER

Entertainment Sciences puts you in the game you are the "Bouncer".

- Action packed, fully interactive 3D cartoon
- Interesting story line
- Cast of seven unique characters
- Precise trackball control of main character
- Quality animation
- Exciting visual and sound effects
- Colorful images



A new era in Coin-op Video Game Entertainment

Entertainment Sciences is committed to introducing a whole new generation of Video Games, games with imaginative story lines that are easy to play but difficult to master. This new generation of games is being developed on our new state-of-the-art hardware system. This system is a real-time image processor (RIP) with 1 million bytes of memory, 3 eight-bit and 1 sixteen-bit microprocessor, high resolution graphics and full speech capability. The hardware features of this processor were developed with the game designer in mind, and as a result, we can design and program a game such as "Bouncer"™, which has over 500 images, in 6 months.
We will be coming out with at least two new games per year on our new "RIP" system.

ENTERTAINMENT SCIENCES
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